

GAME BOY ADVANCE™

KONAMI

AGB-BXKP-EUR

Castlevania DOUBLE PACK



INSTRUCTION BOOKLET • MODE D'EMPLOI • HANDLEIDING

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DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO GAME BOY-SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA GAME BOY.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES JUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU GAME BOY SYSTEM.

DIT ZEGEL WAARBORGT U, DAT DIT PRODUKT DOOR NINTENDO IS GECONTROLEERD EN DAT HET HET QUA CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPELLEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND GAME BOY-SYSTEEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

DETTE SEGEL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALDID EFTER DETTE SEGEL, NÅR DU KØBER SPIL OG TILBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.



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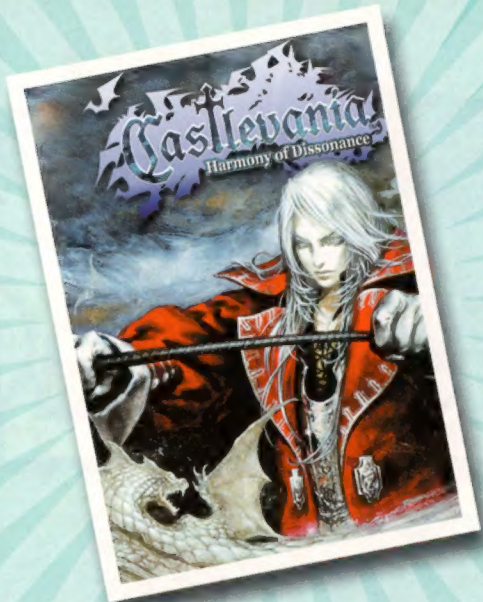
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Thank you for selecting Konami's Castlevania® – HARMONY OF DISSONANCE™ for your GAME BOY ADVANCE™. To ensure maximum enjoyment of this game, please read this instruction booklet thoroughly. Always save this book for future reference.

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Prologue

Nearly fifty years have passed since Simon Belmont rescued the land from the curse of Dracula.

Juste Belmont, a direct descendant of the Belmont Clan, is destined to seek the relics of Dracula, left behind after Simon's triumph.

One fateful day, Juste's best friend, Maxim, returns from a two-year training expedition, his entire body covered in wounds.

Maxim regretfully informs Juste that their childhood friend, Lydie, has been kidnapped.

The kidnapping firmly etched in his mind, Maxim is unable to recall any other details of his travels. Despite his injuries, he leads Juste to the place where he believes Lydie is being held.

Making their way through the thick fog, the two stumble upon a mysterious castle that does not appear on any map... Could this be the legendary castle of Dracula?

The castle stands there as if an illusion, shining double in the moonlight and silently beckoning the adventurers to enter...





Starting the Game

1. Insert the Castlevania® – HARMONY OF DISSONANCE™ Game Pak into your GAME BOY ADVANCE™ and turn the power ON.
2. At the Title Screen, select **START GAME** and press the **A** Button.

Game Structure

While searching the castle, players will discover a variety of items and weapons, these can be used to defeat enemy monsters. As progress is made the game map will be revealed bit by bit.




Saving & Loading a Game

While advancing through the game, it is possible to temporarily interrupt gameplay and save the current game conditions (character level, experience points, items, progress in the story) onto the Game Pak. When the game is played again, it is possible to continue a previous game by loading game data from the Title Screen. A maximum of three records can be saved on the Game Pak.



SAVING A GAME

You can save your game in a save room (see screenshot). Press the Control Pad  when you are in front of the cube to bring up a message prompting you to save, and follow this message. All your current game conditions will be saved.



QUICK SAVE

For those times when you need to save the game quickly, such as when on a train or when something comes up all of a sudden, but aren't close to a Save Room... For times such as these the game provides a Quick Save feature. It allows you to save your game anytime and anywhere by selecting **SAVE ROOM** on the Status Screen (this excludes certain cases, such as when fighting bosses or during story events). However, when Quick Save data is loaded, the game is resumed at the last save room that the player used. (Don't worry: experience points, items, and story progress are saved when using Quick Save.)

(Note that Quick Save cannot be used if the game has not yet been saved in a Save Room.)

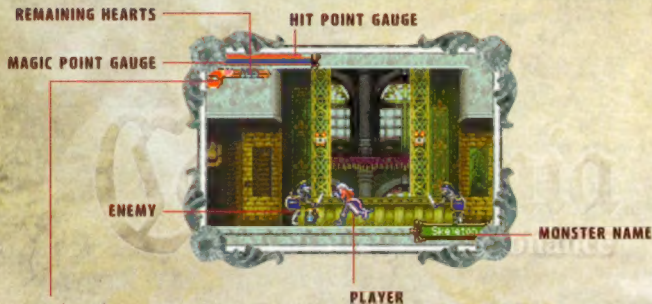


LOAD

When Quick Save data is loaded, the start location will be the last Save Room used by the player. However, the level, experience points, items, etc. will be restored to their state at the time of the Quick Save.



The Game Screen



Magic sub-window

Background colour corresponds to the currently selected spell book.

(Refer to p15 on how to use spell books)

Controls



Control Pad: move

Control Pad **▼**: crouch

I-Button: jump (distance of jump depends on how long you hold the button)

B Button: attack with whip

L Button: dash left

R Button: dash right

Start: display Status Screen

Select: display map

Control Pad **▲** + B Button: sub-weapon attack

Control Pad **▼** + L Button + R Button:
switch spell book on/off

B Button (hold) + Control Pad: brandish whip

Control Pad **▼** + A Button: jump down when floor is thin

Status Screen

You can bring up the Status Screen by pressing **START** during the game. In the Status Screen, you can check your character's parameters, money, experience points, etc. Make selections in the menu with the Control Pad. Enter your selection with the **A** Button and cancel it with the **B** Button.

CURRENT EXPERIENCE POINTS

CURRENT LEVEL

PLAY TIME

MONEY

EXPERIENCE POINTS
TO NEXT LEVEL

CHARACTER ILLUSTRATION

SELECTED SPELL BOOK

MESSAGE WINDOW



MENU

PARAMETERS



EQUIP

Displays equipped items.
Equipped items can be changed.

ITEMS

Shows expendable items,
such as recovery items, held by the player.
Items can also be used.

SPELL BOOK

Displays and selects spell books
you are carrying.
Turns the selected spell book on and off.

RELICS

Displays all magical relics you're carrying,
and allows you to enable/disable them.

KEY CONFIG

Change the button configuration.

SECRET INFO

Various items are displayed when certain
conditions are fulfilled. Search for these
conditions.

SAVE ROOM

Quick save. Your current game progress is
saved at the last save room you have visited.
(See Saving & Loading a Game on p8 for
more information.)

Attacking


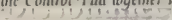
You can make two different attacks: an attack with your whip
and one with your subweapon.

ATTACKING WITH THE WHIP

Your main attack, the whip, is cracked forward in a straight
line. Hold down the attack button to brandish the whip,
and use the Control Pad to brandish the whip in all directions.



ATTACKING WITH A SUB-WEAPON

Attacking with a sub-weapon uses up hearts. Only one sub-
weapon can be used at a time. Sub-weapons are used by
pressing  on the Control Pad together with the attack button
(B Button): 

There are six types of sub-weapon:



Dagger



Axe



Cross



Holy Water



Holy Book



Sacred Fist

SUB-WEAPON ATTACKS USING SPELL FUSION

Spell fusion is a mode of attacking in which the player can use a variety of different magic spells. With spell fusion the player can combine the sub-weapon and spell books to cast dozens of magic spells.

Attacking using spell fusion consumes magic points, but can unleash an extremely potent attack capable of giving the player the upper hand. To attack with magic, turn the spell book on (SPELL BOOK on the Status Screen) and attack with the sub-weapon. When the spell book is off, the attack becomes a normal sub-weapon attack. Spell books are hidden throughout the castle.

The following are examples of the different spells:

FIRE BOOK + AXE = SOUL OF HYDRA

Two fire dragons set upon the enemy.



There are five different types of spell books:



FIRE BOOK

Flame power is added to the sub-weapon, and you are able to cast various spells.



ICE BOOK

Ice power is added to the sub-weapon, and you are able to cast various spells.



BOLT BOOK

Lightning power is added to the sub-weapon, and you are able to cast various spells.



WIND BOOK

Wind power is added to the sub-weapon, and you are able to cast various spells.

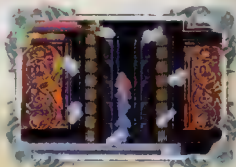


SUMMONING TOME

Various apparitions corresponding to the different types of sub-weapon are summoned from the nether world.

WIND BOOK + CROSS = GUARDIAN CROSS

A holy cross revolves around you and wards off enemy attacks.



Items

There are five different types of item that you can obtain.

EQUIPPED ITEMS

Items for boosting whip strength or the player's defensive ability. Equipping the whip with magical stones can make the whip stronger.



EXPENDABLE ITEMS

Items that disappear after being used, such as recovery items. These items can be used by choosing ITEM from the menu in the Status Screen.



SPELL BOOKS

Spell books can enable the use of collaborative magic by combining them with the subweapon. There are spell books with various different attributes, such as the Fire Book and the Bolt Book.

RELICS

These items are necessary for progressing through the game. Carrying them will empower the player with certain effects. You can turn the effect of each relic on and off.



COLLECTOR'S ITEMS

These items are not necessary to the game. They can be collected and displayed in specially provided rooms.

Hints & Tips

Master the basics of the whip attack.
Use the L and R Buttons to strike enemies
and quickly dash out of their way.

Cleverly use the sub-weapons to defeat opponents
that are difficult to fight with the whip!

Spell fusion (magic) is a potent tool when
the going gets tough! It's definitely helpful
to remember your favourite combinations
of books and weapons!

This game is set in an immense castle.
Keep checking the map with S L L C T
as you search through every nook and cranny.
Thorough investigation is bound to turn up
secret items hidden in the castle!

Characters



JUSTE BELMONT

The main character of the story. He is a descendant from the Belmont Clan, renowned as the fiercest vampire hunters. Also closely related to the Belmonts Family, so he has magical powers to boot. Having abilities considered prodigious even among his fellow Clan members, at the young age of 16 he inherited the whip passed down from his forefathers: the Vampire Killer.



MAXIM KISCHEME

Childhood friend of Juste, and also his rival. Wields a unique sword called the Stellar Sword. He departed on a journey for training two years ago, after Juste inherited the Vampire Killer.



LYDIE ERLANGER

Childhood friend of Juste and Maxim. The two men have a heavy burden upon their shoulders, and she is an invaluable presence around whom they can feel at ease.

Credits

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PACKAGING DESIGN

DEPARTMENT_X

MANUAL DESIGN

RANDEL_XG





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Français 66

Nederlands 86

*Thank you for selecting Konami's Castlevania®: Aria Of Sorrow™
for your Game Boy Advance™. To ensure maximum
enjoyment of this game, please read this instruction booklet thoroughly.
Always save this book for future reference.*

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Prologue

The year is 2035. Japan.

*Crowds of spectators are gathering around in anticipation of the first full solar eclipse
of the twenty-first century.*

My name is Soma Cruz, and I am a high school exchange student studying abroad in Japan.

I live near the Hakuba Shrine, an ancient shrine with strong ties to Japanese mythology.

*Mina Hakuba, the only daughter of the shrine's caretaker,
is both my classmate and my childhood friend.*

*I started making my way to the shrine to see the solar eclipse with Mina.
But, for some strange reason, the stairway leading up to the shrine felt longer than usual,
as if something was trying to keep us from our destination.*

When I finally managed to get through the shrine gate, and my senses began to dim...

*The pitch black sun is holding chaotic darkness together, trying to rouse a sleeping soul
as if looking for its missing other half...*

Controls



DIRECTIONAL KEYPAD Moves Your Character

↓ Crouch

↓ Leap Down
(in places where the floor is thin)

↑ + **A** Buttons

Bullet Soul Attack

(set using a 'Red Soul')

Start Button Opens the Status Screen

Select Button Reveals the Map

R Button Invokes a Guardian Soul
(set using a 'Blue Soul')

L Button Use Ability (limited to certain abilities)

A Button Jump (jump distance is influenced by the duration the button is depressed)

B Button Attack (with currently equipped weapon)

Note: You can reset the game software by pressing **A Button + B Button + START + SELECT**.

Starting Up the Game

Insert the "Castlevania®: Aria of Sorrow™" game cartridge into the Game Boy Advance Game System™ and turn the power on. When the Title Screen appears, select your preferred mode of game-play:

GAME START

This option will initiate the standard game.

SOUL TRADE

Selecting this mode will allow players with a Game Boy Advance™ Game Link™ Cable (sold separately) to exchange "Tactical Souls".

Note: Refer to Page 58 for more information on TACTICAL SOULS.



Game System

The story unfolds as your character explores Dracula's Castle in search of a safe escape route for both himself and his childhood friend, Mina Hakuba. Along the way, you'll discover a variety of weapons to use in battle against the hordes of monsters that you'll encounter within the Castle. Additionally, you'll be able to capture and equip yourself with the Souls of the enemies that you defeat in battle, and in doing so, inherit the magical powers and abilities of a wide variety of creatures.

Saving and Loading Games

SAVING THE GAME

Games may only be saved (permanently) while your character is in the Save 'Room.

Position your character before the statue of Maria and press the *Directional Keypad Up*.

You will then be asked if you would like to save your game: select "Yes" if you would like to save the game.

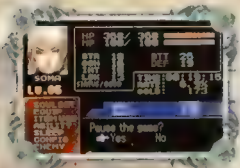
LOADING SAVED GAMES

Selecting a previously saved game from the Saved Game Selection Screen will allow you to continue playing that game from the point at which you saved it. Sleeping Games may also appear below your permanently saved games on the Saved Game Selection Screen.



HOW CAN I SAVE MY GAME WHILE I'M OUTSIDE THE SAVE ROOM?

You have a limited ability to save your game when you are away from the Save Room and need to quit playing:



Select the Sleep option that appears on the Status Screen. Your game will be saved as "temporary saved game data", which will allow you to continue your game once from the location where you put your game to "sleep". You will appear in the same room you were in when you choose the Sleep option and your HP, MP, Inventory Items, and Equipped Items will remain unchanged.

NOTE: The SLEEP option is unavailable at certain points in the game, such as during battles with Stage Bosses.

CAUTION:

Once sleeping games have been reloaded, they are permanently erased from the game's memory. Resetting the game, etc. after a sleeping game has been reloaded will forever deny you access to that sleeping game data. Be careful.

The Game Screens

THE STANDARD GAME SCREEN



THE CAPTURED SOUL SCREEN

(displayed only when a new soul is captured)

EXPLANATION
(of the Soul's
effect on you)



SOUL NAME

Red Plate:
BULLET SOUL
Blue Plate:
GUARDIAN SOUL
Yellow Plate:
ENCHANTED SOUL
Silver Plate:
ABILITY SOUL

Note: Refer to Page 58 for more information on TACTICAL SOULS.

The Status Screen

Pressing the Start button while on the Standard Game Screen will open the Status Screen. From this screen, you can examine, change, and / or use a variety of character attributes and information. Press the 'A' Button to Select, press the 'B' Button to Cancel.

CHARACTER ATTRIBUTES



SOMA

LV.05

HP 368 / 368
MP 100 / 100

STR 18
CON 16
INT 15
LCK 13
ATT 26
DEF 19

TIME: 00:19:15
RATE: 6.9%
GOLD: 173

STATUS / GOOD

SOUL SET
EQUIP
ITEM USE
ABILITY
SLEEP
CONFIG
ENEMY

EXP NEXT 330

Pause the game?

Yes No

PLAY TIME

MAP PROGRESS
PERCENTAGE

CASH IN HAND

CURRENT
EXPERIENCE POINTS

EXPERIENCE POINTS
NEEDED TO
ADVANCE TO THE
NEXT LEVEL

CURRENT LEVEL

MENU

MESSAGE

Character Attributes

HP: "Hit Points" are a measure of your character's Health (HP may be restored by some items. HP are fully restored in the Save Room.)

MP: "Magic Points" are a measure of your character's Mental Energy (MP may be restored by some items. Even without the use of an MP restoring item, MP are replenished automatically at a slow rate. The Hearts that come out of Candles also restore MP.)

STR: a numerical rating of your character's Physical Strength (this attribute influences your Attacking Strength)

CON: a numerical rating of your character's Constitution (this attribute influences your Defending Strength)

INT: a numerical rating of your character's Intelligence (this attribute influences your Magical Attack Strength)

LCK: a numerical rating of your character's Luck

ATT: Attacking Strength (with a weapon)

DEF: Defending Strength

Status

An indication of your character's body status

GOOD: Your character's body is functioning normally

POISON: Your character's body is Poisoned, resulting in decreased body functionality. Poison may be neutralised by the use of an Antidote. Without an antidote, the effects of Poison will disappear automatically after a period of time.

CURSE: Your character's body is Cursed, resulting in a decrease of MP. Using Uncurse will dispel a Curse, but even without "uncurse" the effects of a CURSE will disappear automatically after a period of time.

STONE: Your character's body has been Turned To Stone and, therefore, is unable to move. Escape this condition by pressing buttons rapidly.

The Menu Screen

SOUL SET

The Soul Set option allows you to select / equip the Tactical Souls you've acquired. This setting applies only to Bullet, Guardian, and Enchanted Souls.

The icon on the left depicts the rate of MP consumed by the use of a Soul's magic. For Example: 5 / Time means that this Soul's magic will consume 5 MP each time the stated duration of Time elapses.

Souls consume MP at different rates, depending on the nature of the magical effect they generate. Be cautious of this factor.

EQUIP

The Equip option allows you to change currently equipped / possessed Weapons, Armour, and Accessories. Items may also be dropped on the floor of a room or picked up from the bodies of slain opponents. You may possess up to 9 items of the same item type.

Equipment Items are those items that increase the effectiveness of Weapons and Armor. Some items may bestow strange powers upon your character, so it's wise to gather and test as many items as you can.





ITEM USE

This option allows you to use a wide variety of items, including those that restore J.P., M.P., Body Status, etc. You may possess up to 9 items of the same item type.

Consumable Items, such as those that replenish J.P. or M.P. may be used only once before they disappear.



ABILITY

This option allows you to switch abilities you've learned from Ability Souls On or Off. Abilities are activated the moment an Ability Soul is captured - Abilities require no M.P. to power them and continually affect your character unless they are turned Off via this option.

SLEEP

This option allows you to temporarily save and quit your game while your character is outside of the Save Room.

- Refer to Page 50 for a more detailed explanation of Saving and Loading Games



BATTLE

This option allows you to inspect a visual record of the monsters you've defeated in battle. Pressing the A Button will reveal detailed information on a selected monster and indicate whether or not you have succeeded in capturing that monster's Soul.

You can view a Soul's effects on your character by pressing the directional keypad Down. Every monster possesses certain attributes - these will be noted here by easily recognisable icons.

The game ends when your character's J.P. falls to zero. Pressing the A Button will return you to the Title Screen.

Tactical Souls

Tactical Souls are the magical spirits of those creatures that inhabit Dracula's Castle. Your character, Soma Cruz, has the power to capture these souls and, in doing so, gain a wide variety of special powers and abilities. Soma is able to take possession of Tactical Souls after he defeats an opponent in battle or when one of the "Soul-Keepers" found on the Map is destroyed.

THE FOUR CLASSES OF TACTICAL SOULS



BULLET SOULS (RED)

Bullet Souls consume your M.P. while firing single-burst attacks.

- Activate by pressing Keypad \blacktriangle + 'B' Button.



GUARDIAN SOULS (BLUE)

Guardian Souls consume your M.P. while generating a continual magical effect.

The operation of Guardian Souls will vary with the type of magical effect they generate. The two methods of operating Guardian Souls are as follows:

- Pressing the 'R' Button will Start / Stop magical effects.
- Holding the 'R' Button will generate a magical effect that gradually grows in intensity.



ENCHANTED SOULS (YELLOW)

Enchanted Souls produce a continual effect upon your character's body (Enchanted Souls do not consume M.P.). Enchanted Souls remain effective until they are cancelled (by changing the Soul Settings).



ABILITY SOULS (SILVER)

Ability Souls grant your character the knowledge of a special ability (Ability Souls do not consume M'P). The moment an Ability Soul is acquired, its corresponding ability affects your character immediately. Use the Ability Menu Screen option to turn an acquired Ability On or Off.

NOTE: Refer to Page 57 for more information on ABILITIES.



CAPTURING TACTICAL SOULS

Though Tactical Souls are acquired by defeating opponents in battle, there's no guarantee that you'll be able to steal a Soul from each and every monster you've beaten. The stronger the powers of a Soul, the more difficult it will be to obtain it for your character. Make several attempts to take hold of an appealing Soul and, if that doesn't work, hunt down other monsters and try, try again.

Also, even the weakest monster could possess a Tactical Soul with great powers.

Each time that you succeed in capturing a Soul, make sure to experiment with its abilities and test its limitations – you may be surprised by the results.

Many of the ability souls are set up on the map by the Soulkeeper. Rarely, the monster may drop it.

If you are still missing some Tactical Souls, you can trade acquired souls with friends using the Game Boy Advance™ Game Link™ Cable (sold separately). See page 60 (Soul Trade) for more information.

Soul Trade

The Soul Trade feature allows you to exchange the Souls you've captured with other players through a Game Boy Advance™ Game Link™ Cable (sold separately). (Two "Game Boy Advance™" game systems and two "Castlevania®: Aria of Sorrow™" game cartridges are also necessary to use this feature).

1. Connect the Game Boy Advance™ Game Link™ Cable, then Turn On your Game Boy Advance™ game systems.
- Refer to Page 65 for detailed instructions on connecting the Game Boy Advance™ Game Link™ Cable.

2. From the Title Screen, use the Directional Keypad to select "Soul Trade".

3. Select a Saved Game from the Data Selection Screen. (Detailed descriptions of each Saved Game will appear in a box on the right side of the screen – choose the Saved Game you would like to use for your Soul Trade and then press the A Button.)



4. The Soul Trade Menu Screen will appear. A box on the right side of the screen will display the Souls you possess – select the Souls you wish to trade and press the A Button – the names of these traded Souls will then appear in a box on the left side of the screen. Your Souls will be listed in the upper portion of the box, your companion's Souls should appear in the lower portion.





5. When both you and your companion have completed making your Soul selections, select OK to complete the Soul Trade. You'll then return to the Selection Screen.

ABOUT "COPIED" GAMES AND THE SOULS CONTAINED THEREIN

When you create a copy of a Saved Game, the Souls contained therein become linked to both the original and copied versions of the Saved Game. That being so, when you conduct a Soul Trade with a Saved Game or with any copy of a Saved Game, the Soul Trade system will combine those games into a single source for the purpose of the Soul Trade. Simply stated, a traded Soul will disappear from not only from the original selected Saved Game, but from every copy of that Saved Game as well.

Similarly, the Souls that you receive through a Soul Trade will only be usable in the Saved Game that you elected to use in the Soul Trade. Be careful.

However, once you begin to play a copy of a Saved Game and you acquire new Souls, the newly captured Souls will become original Souls within that copied data and not subject to the limitations mentioned above. Only Souls that are copied in conjunction with a Saved Game file will become linked to the original Saved Game file from which it was duplicated.

Character Profiles

SOMA CRUZ (18)

A high-school student living in the town of Hakuba and the hero of this game. He possesses a strangely daunting presence – he strikes people as being distant and difficult to approach. On the evening of the 2035 solar eclipse, Soma sets off for the Shrine of the White Horse, which sits on a hilltop and is attached to his friend Mina's house. There, he plans to share a high-altitude view of this rare astral event with Mina...

Soma's arrival at the Shrine, however, is unexpected...

MINA HAKUBA (18)

The only daughter of the Shrine's caretaker and head priest. A childhood friend of Soma's. Mina is extremely friendly and well liked by everyone she encounters. Though Soma has quite an intimidating personality, she associates with him comfortably.

GRAHAM JONES (36)

The founder of a new religious sect with hordes of devout followers. Born in the 7th month of the year 1999, Graham is rumoured to possess magical powers. He gains converts by preaching that the apocalyptic prophecies that were so popular at the end of the last century will come to pass in the year 2035.



YOKO BELNADES (24)

'Descendant from a long line of witches employed by the Church. Talkative and quite nosy, she has been sent by the Church to investigate the prophecy of Dracula's resurrection. Acquainted with Genya Arikado.



GENYA ARIKADO (AGE UNKNOWN)

An extremely cold man with an inhumanly attractive face. Mr. Arikado always wears a dark suit and is said to belong to a shadowy organisation somehow related to national security. He is familiar with the prophecy of Dracula's resurrection.



J (SS)

Suffers from amnesia that was triggered by traumatic incident he experienced in 1999. J possesses amazing powers of magic and is extremely fearful of the resurrection of Dracula.

Hammer's Advice

- When you find it difficult to advance further in the game, return to the castle entrance.
- Try talking to the cute girl who awaits you there – she might be able to offer you guidance.
- Remember... you're not in this alone.
- A bit of advice about weapons: Though a weapon may be powerful, that doesn't necessarily make it good for every battle. Weapons differ in attributes, timing, and reach.
- Experiment with a variety of weapons against tough opponents.
- You'll find that some Souls are quite difficult to capture. When you absolutely must have a certain Soul, use the "Soul Trade" feature: with a Game Boy Advance™ Game-Link™ cable, you can exchange Souls with your friends... and your dream of winning the game may just become a reality.
- While warping, you have the ability to choose your own destination. The castle is quite large, so take full advantage of controlled warping... Remember, the ability to guide yourself is a great one.
- So you've managed to finish the game... Well, it's not over yet, unless you're satisfied with the way things turned out... Choose a different path the next time around: there's more than one end to this game.



HAMMER (34)

A soldier dispatched by the army to investigate Hakuba Shrine. Possesses an extremely rough personality – he only works when he feels like it. Hammer has always wanted to retire from the army and open his own business.

How To Attach The Game Boy Advance™ Game Link™ Cable



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

MULTIPLAYER MODE

To play a game in Multiplayer Mode, you need two Game Boy Advance™ systems, two Castlevania®: Aria of Sorrow™ Game Paks, and one Game Boy Advance™ Game Link™ Cable.

1. Make sure the power of both Game Boy Advance™ systems is OFF. Insert a Game Pak into each system.
2. Connect the Game Boy Advance™ Game Link™ Cable to the external extension connector on both systems.
(The system connected to the smaller plug is player 1.)
3. Turn on the systems.



2-PLAYER GAME

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Les catégories
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Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



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LA DISCRIMINATION



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Game Boy Advance Game Pak getest volgens:
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Game Boy Advance Game Pak täyttää seuraavat vaatimukset:
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- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
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